

- 1 1. A digital content data player for playing digital content data stored on a storage device, said
2 data player comprising:
3 an interface for connecting with the storage device;
4 a player coupled to the interface for playing the stored digital content data and generating
5 usage information; and
6 a transmitter for transmitting the usage information to a logging site on a network, the
7 usage information informing the logging site of at least one of a playing of the stored digital
8 content data by the player and a copying of at least part of the digital content data from the
9 storage device to an external medium.
- 1 2. The data player as defined in claim 1, further comprising a receiver coupled to the network
2 and the player, the receiver receiving the digital content data from a digital content host on the
3 network.
- 1 3. The data player as defined in claim 1, wherein the storage device is one of a hard disk, a
2 removable disk, flash memory, and an optical disk.
- 1 4. The data player as defined in claim 1, wherein the external medium is one of a compact
2 disc, a DVD disc, a mini-disc, flash memory, and a digital tape.
- 1 5. The data player as defined in claim 1, wherein the digital content data includes digital
2 music data.
- 1 6. The data player as defined in claim 1, wherein the usage information includes the last time
2 the digital content has been played.
- 1 7. The data player as defined in claim 1, wherein the usage information includes the
2 identification of the user playing the digital content on the content player.

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1 8. A system for tracking usage of digital content on user devices, said system comprising:
2 a plurality of electronic stores for granting licenses to play digital content data to users,
3 each electronic store being coupled to a network;
4 a plurality of content players for playing content data, each digital content player receiving,
5 from the network the digital content data licensed by one of the users; and
6 a logging site coupled to the network for tracking playing of the digital content data,
7 wherein the logging site receives, from the network, play information from each of the
8 digital content players, the play information for each digital content player including a number
9 of times that the digital content data has been played by the digital content player.

1 9. The system as defined in claim 8, wherein the digital content data includes digital music
2 data.

1 10. The system as defined in claim 8, further comprising a digital content site coupled to the
2 network, the digital content site sending the digital content data to the to the digital content
3 players.

1 11. The system as defined in claim 8, wherein the play information also includes the last time
2 the digital content has been played.

1 12. The system as defined in claim 8, wherein the play information also includes the
2 identification of the user playing the digital content on the content player.

1 13. The system as defined in claim 8, wherein each time one of the digital content players plays
2 the digital content data, the logging site receives the play information from the one digital
3 content player.

1 14. A method for tracking usage of digital content on user devices, said method comprising the
2 steps of:

3 granting a license to play digital content data to a user;
4 accepting the licensed digital content data to a digital content player for the user; and
5 transmitting information to a logging site each time the digital content data is at least one
6 of played by the digital content player and copied from the digital content player to an external
7 medium so that usage of the licensed digital content data can be tracked.

1 15. The method as defined in claim 14, further comprising the step of playing the licensed
2 digital content data on the digital content player.

1 16. The method as defined in claim 14, further comprising granting a license to the user by an
2 electronic commerce host.

1 17. The method as defined in claim 14, further comprising the step of storing the licensed
2 digital content data on at least one of a hard disk, flash memory, a removable disk, and an optical
3 disk.

1 18. The method as defined in claim 17, further comprising the steps of:
2 copying the stored digital content data to the external medium, the external medium being
3 one of a compact disc, a DVD disc, a mini-disc, flash memory, and a digital tape; and
4 transmitting information to the logging site each time the digital content data is copied from
5 the digital content player to the external medium.

1 19. The method as defined in claim 14, wherein the digital content data includes digital music
2 data.

1 20. The method as defined in claim 14, wherein the transmitted information includes the last
2 time the digital content has been played.

1 22. A method for tracking usage of digital content on user devices, said method comprising the
 2 steps of:
 3 accepting a license to play digital content data to a user;
 4 receiving the licensed digital content data to a digital content player for the user;
 5 logging play information in the digital content player each time the digital content data is
 6 played by the digital content player; and
 7 sending the logged play information to a logging site at a predetermined time or at
 8 predetermined intervals to enable the tracking of use of the licensed digital content data.

1 23. The method as defined in claim 22, wherein the license is granted to the user by an
 2 electronic commerce host.

1 24. The method as defined in claim 22, further comprising the step of storing the licensed
 2 digital content data on at least one of a hard disk, a removable disk, flash memory, and an optical
 3 disk.

1 25. The method as defined in claim 23, further comprising the steps of:
 2 copying the stored digital content data to one of a compact disc, a DVD disc, a mini-disc,
 3 flash memory, and a digital tape;
 4 logging copy information in the digital content player each time the digital content data is
 5 copied; and
 6 sending the logged copy information to the logging site at the predetermined time or at the
 7 predetermined intervals.

1 26. The method as defined in claim 22, wherein the licensed digital content data includes
 2 digital music data.

1 27. The method as defined in claim 22, wherein the play information includes the last time the
 2 digital content has been played.

1 28. The method as defined in claim 22, wherein the play information includes the identification
2 of the user playing the digital content on the content player.

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1 29. A method for tracking usage of digital content on user devices, said method comprising the
2 steps of:

3 granting licenses to play digital content data to a plurality of users;
4 for each user, sending licensed digital content data to a digital content player for the user;
5 and
6 tracking playing of the digital content data at a logging site that receives play information
7 from the digital content players of the users, the play information including the number of times
8 that the digital content data has been played by each user for enabling the tracking of usage of
9 the licensed digital content data.

1 30. The method as defined in claim 29, further comprising the step of sending the play
2 information to the logging site at a predetermined time or at predetermined intervals.

1 31. The method as defined in claim 30, wherein the licenses are granted by electronic
2 commerce hosts.

1 32. The method as defined in claim 30, further comprising the step of for each user, storing the
2 licensed digital content data on at least one of a hard disk, a removable disk, and an optical disk.

1 33. The method as defined in claim 30, further comprising the step of tracking copying of the
2 digital content data to external mediums at the logging site that receives the play information,
3 the play information further including the number of times that the digital content data has been
4 copied to an external medium by each user.

1 34. The method as defined in claim 30, wherein the digital content data includes digital music
2 data.

1 35 The method as defined in claim 30, wherein the play information includes the last time the
2 digital content has been played.

- 1 36 The method as defined in claim 30, wherein the play information includes the identification
2 of the user playing the digital content on the content player.

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1 37. A computer readable medium containing program instructions for tracking usage of digital
2 content on user devices, comprising instructions for:
3 granting a license to play digital content data to a user;
4 accepting the licensed digital content data to a digital content player for the user; and
5 transmitting information to a logging site each time the digital content data is at least one
6 of played by the digital content player and copied from the digital content player to an external
7 medium so that usage of the licensed digital content data can be tracked.

1 38. The computer readable medium in claim 37 further comprising the instruction for playing
2 the licensed digital content data on the digital content player.

1 39. The computer readable medium in claim 37, wherein the license is granted to the user by
2 an electronic commerce host.

1 40. The computer readable medium in claim 37, further comprising the step of storing the
2 licensed digital content data on at least one of a hard disk, flash memory, a removable disk, and
3 an optical disk.

1 41. The computer readable medium in claim 40, further comprising instructions for:
2 copying the stored digital content data to the external medium, the external medium being
3 one of a compact disc, a DVD disc, a mini-disc, flash memory, and a digital tape; and
4 transmitting information to the logging site each time the digital content data is copied from
5 the digital content player to the external medium.

1 42. The computer readable medium in claim 37, wherein the digital content data includes
2 digital music data.

1 43. The computer readable medium in claim 37, wherein the transmitted information includes
2 the last time the digital content has been played.

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44. The computer-readable medium in claim 37, wherein the transmitted information includes

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the identification of the user playing the digital content on the content player.

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